

ABSTRACT OF THE DISCLOSURE

A method and apparatus for mapping a texture to a surface of a computer generated object dependent upon the geometric shape of the object. The method includes the steps of approximating a true pixel color by performing a number of 5 texturing operations and averaging the results of the texturing operations. The apparatus including a texturing unit comprising a control unit for determining a set of N footprint textel locations, a RAM for determining N sets of textel values with each set of textel values being associated with one footprint textel location, an interpolator for interpolating the N sets of textel values for each textel location, and an averaging 10 unit for determining an average value from the interpolated values for each textel location.

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